

**Coda Blasters**

**ARMOURDILLO**  
BY JULIO ZICCHI

GRAFX  
ASSIST BY  
PAUL  
MORTLOCK

COMMODORE  
64/128

**ARMOURDILLO**

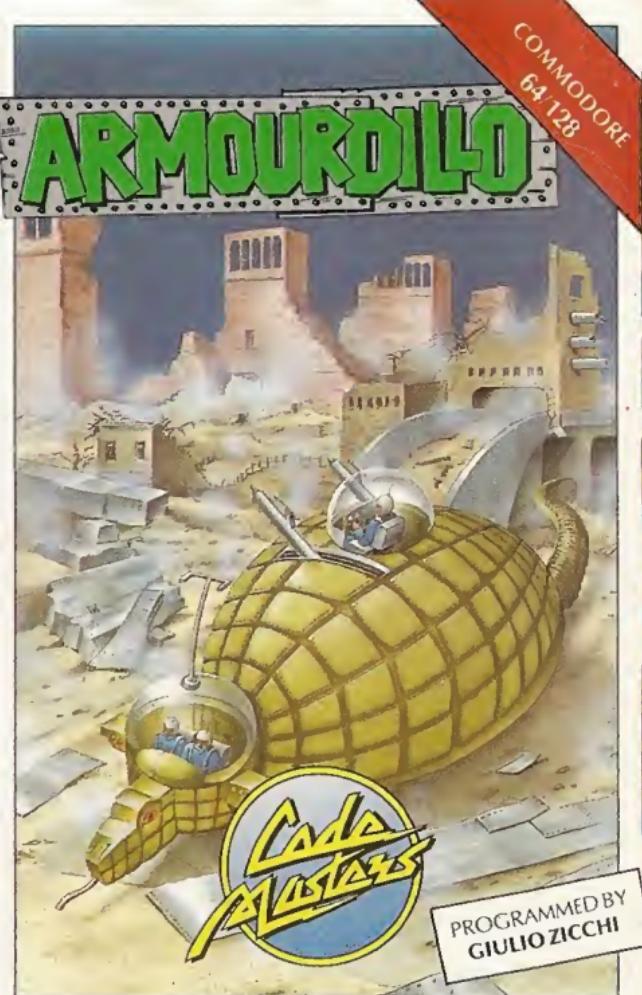
**INTERNATIONAL  
INSTRUCTIONS**

**ACTUAL C64  
SCREEN SHOTS**

1030

5 015026 010303

**LOADING**  
type LOAD press RETURN



**MOBANTI** – your home planet, ten fold the size of Earth. Its people had lived in total isolation and tranquility for millenia, they had no words in their language, for war or **destruction** until an alien race from a distant galaxy called the **Milky Way** invaded them. This was an utterly ruthless race bent on death and destruction for their own gain. The peaceful people of Mobanti had no way to defend themselves, they had no weapons and no understanding of warfare. It was clear Mobantians would be extinct within a few short years unless action was taken.

You sent out scouts, wise in the ways

**JOYSTICK ONLY**

**PROFESSIONAL  
MUSIC AND  
SOUND FX.**

of disguise and dexterity to penetrate their strongholds to find out the secrets of warfare.

Few scouts returned, but one, Tarly, told you of many things: 'Their world had been at war throughout their entire evolution and as their machine technology advanced they developed weapons too powerful even for their aggressive leaders to handle – eventually, in one final confrontation they destroyed their own home planet!'

'These barbarians are the last survivors from that planet that they call 'EARTH'.'

The crust of Mobanti has very little metal. This is why your race has never developed machines. Your scientists have instead concentrated on biological technology to create living structures in your society.

Your scientists have combined your old technology with this new machine technology to create ARMOURDILLO – your first, and hopefully last living fighting machine!!

### **The Game Play**

Control ARMOURDILLO using a joystick in port 2.

Push the joystick up and down to adjust the guns and left and right to move ARMOURDILLO. Press FIRE to shoot.

Go to the far left of each city and deactivate the forcefield by firing into it. An egg-like shuttle will then fly through the forcefield. This shuttle contains survivors who must be taken to safety via an emergency tunnel at the right of the city.

Many 'eggs' and several cities have to be saved if you are to avoid the wrath of this human race.

When all the survivors have been rescued from each city a red light will flash signalling you to drive ARMOURDILLO down the emergency tunnel.

### **KEYS**

F1 switches between music and sound effects.

F7 to Pause.



Made in England

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